SNS-CW-USA

SUPER NINJA BOY™

INSTRUCTION BOOKLET

CULTURE BRAIN™

SUPER NINTENDO ENTERTAINMENT SYSTEM

CULTURE BRAIN™

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Nintendo

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Thank you very much for purchasing CULTURE BRAIN's "SUPER NINJA BOY" for your Super Nintendo Entertainment System.
For maximum enjoyment, please read this instruction booklet thoroughly before playing.

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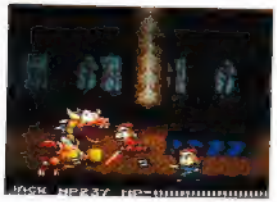
BEFORE YOU START

This "SUPER NINJA BOY" is a game with many ninja actions and RPG ; therefore, it is a lot of fun to play.
You can play it with your friends at the same time.

In addition to Chinaland, there are Fairyland, Mysteryland, and Futureland.

Special Field Stage. If you master the training, you'll find something good·····!



In this action stage, you encounter enemy forces using various punches, Kicks, and magic effectively.

There are also command battles. You'll enjoy the fully animated, exciting battles.

PROLOGUE (STORY)

One day a space ship appeared in Chinaland and out came a man.

It was RUB-A-DOC of the Universal Peace Mission. He is very intelligent and is working all over the universe for Peace.
He became very popular among all people.
Some months later, a mysterious incident happened in Yokan.
As soon as Jack and Ryu heard about it, they left for Yokan to investigate.

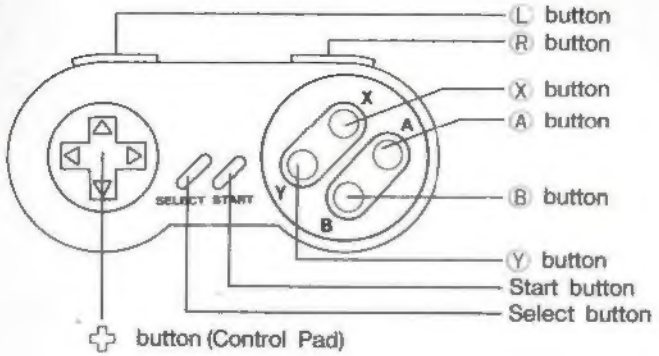
ITEM IN THE ACTION STAGE

DRAGON EGG

An egg of a dragon. If you use it in the Special Field Stage, the dragon will show up and will help Jack and Ryu to move through the air.

Dragon Eggs have another effect besides its prior effect as an air transporter. Even when you consume all the HP in the Special Field Stage, with an Egg, you can resume the game from the beginning of the athletic stage without going all the way back to a convenience store. It costs you one Egg at a time.

CONTROLLER OPERATION



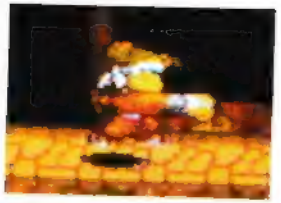
BASIC OPERATION

- ✣ button ..... Move
- Ⓨ button ..... Punch
- Ⓑ button ..... Jump
- Ⓑ + ✣ button ..... Moonsault kick
- Ⓐ + ✣ button ..... Miracle kick
- Start button ..... Brings up subscreen
  (The Ⓑ button puts you to the original screen)
- I Controller ..... Jack
- II Controller ..... Ryu

JACK AND RYU'S HUMOROUS NINJA ACTIONS ! 1

MOVE

Pressing the ✣ button can move Jack and Ryu as you like.



PUNCH

Press the Ⓨ button to throw a punch. Punch items make your punches more destructive. If the button is pressed rapidly, you may be able to give a powerful straight punch, or pick up the enemy and throw them.

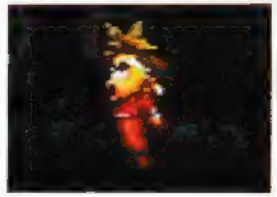
Certain kinds of punches can't use throwing techniques.

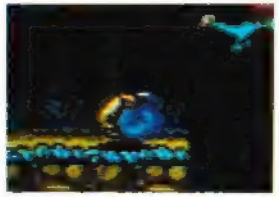
Make sure to bring some Dragon Eggs when you go to a Special Field Stage. If you fall into a pit, press the START button to get to a subscreen to use the Egg. Use this technique wisely to get out of troubles.

JACK AND RYU'S HUMOROUS NINJA ACTIONS ! 2

JUMP

Press the Ⓑ button to jump. While jumping, press the ✣ button to move right and left.



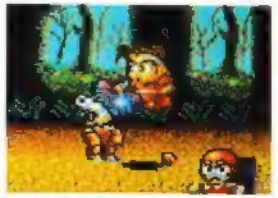


MOONSAULT KICK

Hold down the ✣ button and press the Ⓑ button to give the enemy Moonsault Kicks. You can choose 4 different directions.

MIRACLE KICK

Hold down the ✣ button and press the Ⓐ button to use the Miracle Kick which is more powerful than the Moonsault Kick.
But the Miracle Kick consumes 1 NP point.



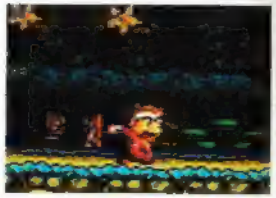
CYCLONE KICK

You can spin and kick enemies by pressing the Ⓑ and Ⓨ at the same time. You can give great damage especially when you're surrounded by multiple numbers of enemies. But be aware that the technique consumes 1 NP point.

JACK AND RYU'S HUMOROUS NINJA ACTIONS ! 2

SUPER RUN

Hold down the Ⓨ button and press the control pad in the direction your character runs. He'll run super fast!



SUPER JUMP

When pressing the Ⓑ button while your character is in the middle of Super Run, you can use the Super Jump. There are some big holes that you must use Super Jump to cross over. Be well-prepared for that.

BREAK ATTACK

Pressing the control pad in the opposite direction your character is running while in Super Run, puts on the brakes. If you hit against the enemy, you may be able to throw him.

Note:You can throw enemies, but you can't give them damages.

NINJA CYCLONE

After collecting three Ⓜ marks, bring up the subscreen and select Ninja Cyclone from the "EQUIPMENT" command. It is available after the music changes. While you're in Super Run, press the Ⓑ button to use the technique.

JACK AND RYU'S HUMOROUS NINJA ACTIONS ! 3

STICKING TO THE WALL

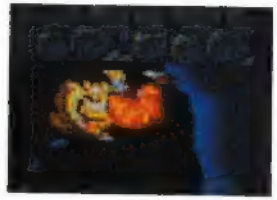
In the Special Field Stage, Jack and Ryu can stick to the wall.
Jump your character to the wall and press the ✣ button up or down to move him.
To detach, press the ✣ button in the opposite direction your character faces, and the Ⓑ button.

ROPE

Jump your character to the rope and press the ✣ button up or down to move him.
To detach, press the ✣ button in the opposite direction your character faces and the Ⓑ button.

STICKING TO THE CEILING

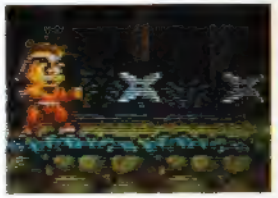
If your character has Ninja Spider Shoes on, he can stick to the ceiling by pressing the Ⓑ button. To detach, press the Ⓑ button again.



JACK AND RYU'S HUMOROUS NINJA ACTIONS ! 3

THROWING STARS (T-STARS)

Our heroes can be equipped with the T-Stars. They can throw stars and defeat the enemy at the same time.



DEFEAT ENEMIES WITH T-STARS

There are 4 different kinds of T-Stars available for your character.

MIGHTY BALLS

Your character can use the Mighty Balls if he has collected 3 Ⓜ marks that appear from the punched rocks.
Select command "EQUIP", choose Mighty Balls, and grab the "M" ball as soon as it appears.
It is the invincible attack !!!

JACK AND RYU'S HUMOROUS NINJA ACTIONS ! 4

CHARACTERS ON THE GROUND

Press the Ⓨ button to lift up the characters on the ground.
Press the Ⓨ button one more time to throw them.

PICKING UP A SWORD

When your character gets to the sword, press the Ⓨ button to pick it up.
He can only use it during the same fight.

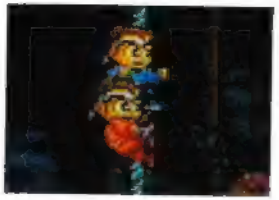
TOWER MEGA-ATTACK

In the 2 player mode, your character can stick to the wall and jump with his partner on his shoulders.
If you press the Ⓨ button, however, you will throw your partner.
Be careful !!!

BE COOPERATIVE !!!

Since you have your partner, don't fight separately.
Here are some examples you can use with your partner.

Sticking to the Wall



Rope

There are more humorous actions you have to discover by yourself.
Good luck !!!

Some of your enemies who attach to you will drain your power and try to stop your movements. For those enemies use the ✣ button to move right or left. They will be detached.
(Or press the Ⓐ, Ⓑ buttons rapidly.)

LET'S START THE GAME !!!

(1) To start the game from the beginning, select "START" ; to continue where you left off, select "PASSWORD".
(See Page 16)

(2) How many players ?
Choose if you want to play in the 1 or 2 player mode.

If you select the 1 player mode, Jack will be your character.
In the 2 player mode, 1P is Jack and 2P is Ryu.

(3) Select difficulties of the action play.
Three modes (Hard, Normal, and Easy) are available to you.

NOTE

The difficulty that you have chosen doesn't record in the password. You can change the difficulty whenever you restart the game where you left off. After selecting the difficulty, enter the password.

HOW TO USE PASSWORDS

Don t forget to write the password down before you quit the game.
Passwords enable you to resume where you left off.
Passwords are given in both the subscreen and in the "Convenience Store".

(1) Subscreens

You can get them anywhere.
Bring up the subscreen and select "Password".

(2) Convenience Store

The stores are located in every town.
You can ask for passwords.

ENTER THE PASSWORDS !

To enter the password, select "Password" from the title screen.
If you are defeated and wish to continue the last game, the password will return you to the "Convenience Store" from where you last received it.
When you go to a new town, don't forget to stop by the "Convenience Store" to get the password.

NOTE

In the 2 player mode, both Jack and Ryu grow up together.
Even if Ryu joined in the middle of the game, the power of the characters will be the same.
Only one password applies to both Jack and Ryu.

LET'S EXPLORE THE CHINALAND

This is the Field Map of Chinaland !!

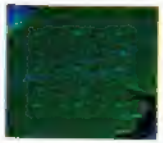
Controller Operation of the Map Screen

✣ BUTTON (Control Pad) ..... Moves Jack, Ryu, vessels, and aircrafts up, down, left and right.

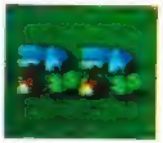
START BUTTON ..... Brings up the subscreen. The Ⓑ button lets you go back to the original screen.

VESSELS/AIRCRAFTS

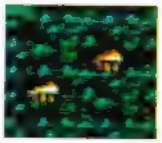
Vessels are Arc-de-Travel, Shark Cruiser, and Sub-CYCLONE which are available in the map screen.
Bigbot is an aircraft. It is also available in the map screen by pressing the Ⓨ button.



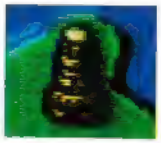
It's a landform. Get on here by Bigbot.



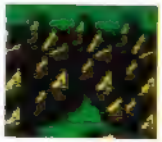
People of Chinaland live here.



There are many trees. You can't get on by Bigbot.



A mysterious tower. Who lives in here ???



You can walk into green mountains, but can't walk into brown ones.

A landing place. You can get on or get off from here by Arc-de-Travel or Shark Cruiser.

An entrance to an underground maze.

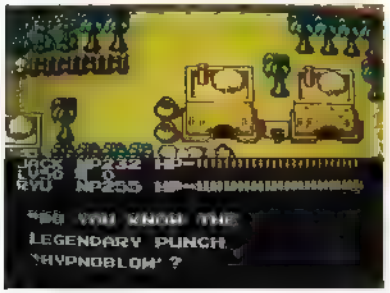
Go into the sea by Sub-CYCLONE

HOW TO USE "COMMAND" IN THE TOWN !

It is very important for Jack and Ryu to visit people in the town. Get all the information you can get !!!

Let's get information in the town !

When you talk to people in the town, walk to the person you wish to talk to, and press the (A) button



BUILDINGS IN TOWN

CONVENIENCE STORES

It is rumored that "Convenience Stores" are from a divine place
It is very convenient You can buy revival medicine, or alternate number of players
Don't forget to get passwords

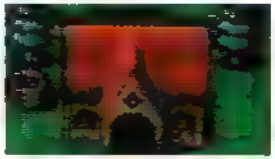
ITEM SHOP

You can find various convenient tools

INN

Rest at a hotel when you're exhausted. Your power will be fully charged.

BUILDING 1

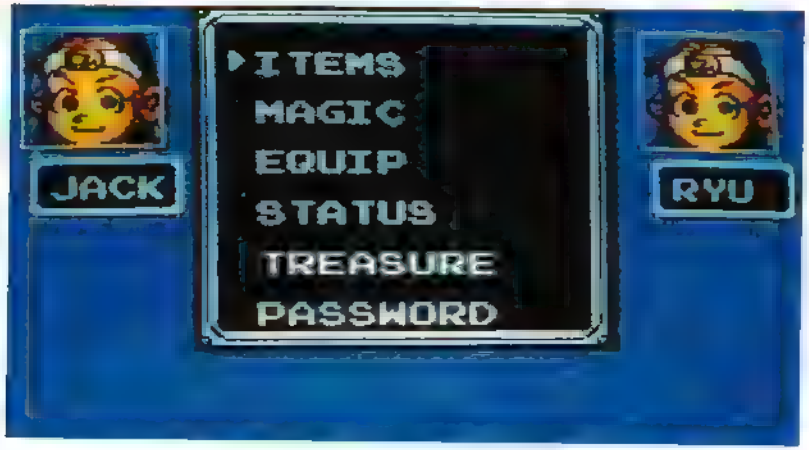


People who want to help Jack and Ryu live in this building.

BUILDING 2

If the door is closed, you can't enter a building.

VIEWING AND USING THE SUBSCREEN



If you press the START button in the map screen, it will display the subscreen.
The subscreen lets you select the items and confirm various situations.

STATUS

Indicates strength of Jack and Ryu. EX means experience points. As you defeat enemies, your experience points will increase and the level advances. The levels indicate your skill. The higher the level, the stronger your characters are.

EQUIP

Displays the weapons and shields you currently have. The items you can have are . punch-ups, swords, shields, robes, helmets, throwing stars, and LV counters. (Throwing stars are the only item you can carry more than one of.)

TREASURE

Displays all the treasures you have collected.

MONEY

Indicates the amount of money you have.
If you are defeated, your amount of money will be cut in half.
The amount of the money available can be checked on the STATUS screen.

ITEMS

Displays the tools Jack and Ryu have at the current moment.
Move the cursor around and press the Ⓐ button to use them.

MAGIC

Displays the ninja actions that Jack and Ryu can use.
Move the cursor around and press the Ⓐ button.
You must have NP's to use them.

In the 2 player mode, items, strength, treasures, money, and so forth are shared between two. You can t collect the items separately. Be cooperative, and use the available items wisely

VIEWING AND USING THE SUBSCREEN (2)

How To Use Errandbots

(1) Errandbots will get you things that are away from Jack and Ryu.

Let's Select Errandbots for Items !!!

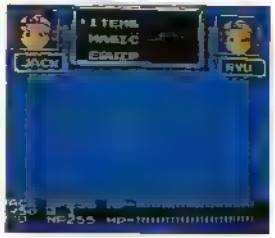
(Figure 1)
(1) Displays an item list, select any items you want to have.
Remember you can't use Errandbots if your character is in the middle of a battle or in the middle of an underground maze.

After Selecting A Bonzebot ·····

(1) If your partner is defeated and you need help, you can ask Bonzebot for help.

(2) Yeah !! My partner is back.
Thank you, Bonzebot !

IF YOU CHOOSE THE SUBSCREEN DURING THE BATTLE·····



This command is a little bit different than in the original subscreen, but the ITEMS and MAGIC are the same

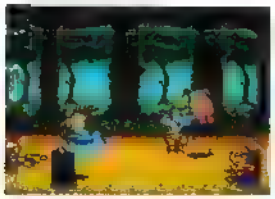
How About Equipment ???

(1) If you choose "EQUIP" from the sub-screen during the battle, this screen will show up.

(2) Your character can be equipped with the special sword and Mighty Ball

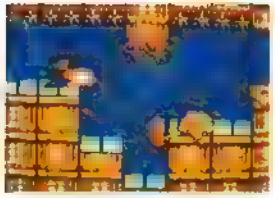
TYPES OF BATTLES

There are two kinds of command battles.



(1) FIELD BATTLE

While adventuring on the map, the screen suddenly sends you to this Field Battle If you defeat a certain number of enemies, you can be a winner. Enemies that you throw into holes are not counted, however



(2) Special Field Stage

If you go to certain spots in the map, you could be sent to this Special Field Stage. What you need to do in here is just keep going forward and you will see a goal.

HOW TO VIEW THE DISPLAY INDICATOR

- JACK ..... Player 1
- RYU ..... Player 2
- LV ..... The Level of the Player
- M ..... (M) Marks
- H P (1) ..... Damage Point of Player 1
- H P (2) ..... Damage Point of Player 2
- N P (1) ..... Ninja Point of Player 1
- N P (2) ..... Ninja Point of Player 2

If you are playing in Player 1 mode, the display indicator shows only Player 1.

HOW TO MANAGE THE COMMAND BATTLE

COMMAND BATTLE SCREEN

Encounter enemy leaders in command battles.
Ryu will join Jack to reinforce the attack in 1 Player mode.

COMMAND

FIGHT ·· Select FIGHT command for automatic punch and kick attacks.

ITEM Select ITEM for display of available items. Place the cursor to the item and press the (A button to choose.

MAGIC ··Select MAGIC for a display of available magic. Follow the same procedure as above to choose one. Magic can't be used without the proper NP.

RUN Use this command when you don't want to fight.

NINJA MAGIC

Vitalizer

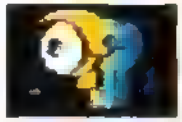
Recovers 40 physical strength points.

Magiport

Takes your character back to where he got the last password.

Turtle Watch

Slows enemies down.



Hyper Vision

Lights up invisible enemies

Serenitech

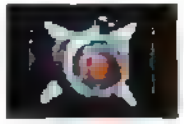
Makes your character invisible by calming himself down, but doesn't work in the dungeon. On the screen you won't see anything different, however Some enemies are affected by this Serenitech but some are not.

Spider Shoes

Allows your character to walk upside down on the ceiling.

Magidoor

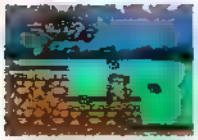
Allows you to escape from the dungeon.



T-Stars

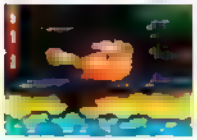
There are 4 different kinds of Throwing stars. Each has a distinctive effect.

NINJA ITEMS !!!



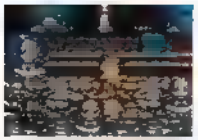
(1) ESCAPE LEAF

This mysterious leaf will pull you out of the battefield.



(2) MICRO NINJA

This magic shrinks your body into a midget. It's a useful magic especially when you run through a narrow path.



(3) DE TECOY

This magic creates your double to attract the enemies' attention. Attack them while it's distracting the enemies.

(4) MAGIC WIND

This magic makes a gust of wind which causes damage to enemies. You may be able to blow enemies away with one gust.

ITEMS

Sweet Bun

Recovers 40 physical strength points.

Dragon Egg

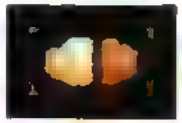
A dragon will appear to help you travel in the air.

Meat Bun

Is a speciality of Chinaland.
It is expensive but recovers physical strength up to its maximum points.

Errandbot

Does errands for you.
See p. 24 for details.



Capsule

Frees you from an enemy's magic.

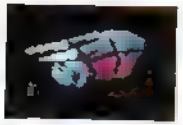
Bonzebot

Can revive your defeated partner.

Boo Bomb

Gives enemies great damage and destroys specific walls in the dungeon.

ITEMS YOU CAN EQUIP



Punch

This is essential. It increases the power of punches.

Shield

Is a very useful item to repel enemy's spells

Sword

Increases attacking power and a longer reach to the enemies.

Helmet

Helps reduce damage from enemies.
It's ideal to have with Armor.

Armor

Helps reduce damages from enemies.

LV Counter

Measures enemy's physical strength. Compare yours with the enemy's before encountering him.

This screen shows the enemy's level.

ITEMS YOU CAN OBTAIN IN THE BATTLE

Sword & Nunchuck

There are two ways to obtain these ; by crushing rocks or snatching it from the enemies.

Boo Bomb

Same as the one introduced in ITEMS.
The more bombs, the better.

Potsticker

Recovers 30 physical strength points.
When playing in 2 player mode, both Jack and Ryu recover.

Ⓜ Mark

Collect 3 of them to use the Mighty Ball and Ninja Cyclone. When you hit certain blocks, the "P" mark will appear. Hit the mark again, and you will get either Ⓜ or 😈. You can save up to 15 Ⓜ marks or lose 1 Ⓜ marks by getting the 😈 mark.

NOTE

Swords and nunchucks found in a battle field are good only for that battle. Use them effectively while you can because you'll lose them after the battle.

TIPS

(1) Boo Bombs can be used not only in the command battle or action, but also in the dungeons, too. Set a bomb where it is shown in the picture below and see what happens.

Dungeon

(2) Use skills and magic wisely. Each enemy has different strengths and weaknesses. Some may not be affected by punches while others are. Some may repel the T-Stars. Find out what is the most effective attack for each. The Turtle Watch is a useful item to slow down fast moving enemies.

(3) A Whale
There's a whale swimming freely and calmly in the sea. You can travel on it without encountering any enemies or even control it! Get on it by overlapping your character on it, get off through the exit inside of the whale.

(4) When you use Micro Ninja, one of the ninja magics, you'll become a midget. Choose Micro Ninja once again to go back to the original form.

(5) Use the Moonsault Kick to defeat enemies which rush you furiously.

MEMO

MEMO

MEMO

MEMO

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